

## SMYLA 2009 RULES OVERVIEW

Two Conferences with two divisions in each conference:

North Conference		South Conference	
White	Red	Black	Gold
Damascus	Bowie	Calvert	Mechanicsville
Linganore	MVSA	Dunkirk	South Calvert
Olney	Rockville	Prince Frederick	St Marys 1
Urbana	Silver Spring (formerly Burtonsville)	PG	St Marys 2

Ten official league games: home and away against teams in your division + one game versus teams in the other division of your conference. Outside conference games do not count in league standings.

The rules of the National Federation of State High Schools Associations, the SMYLA By-Laws, and the SMYLA Handbook will prevail over the play of game. The following additions and/or exceptions to NFHS rules will be enforced:

### Age Eligibility for the SMYLA 2009 Season

#### On December 31, 2008:

- Bantams must be 8 years old and under
- PeeWees must be 10 years old and under
- Midgets must be 12 years old and under
- Juniors must be 14 years old and under
- Ninth graders meeting age eligibility are not eligible for play in SMYLA if player is on a varsity, junior varsity, or comparable team, including club level team.

### Rosters

1. Preliminary rosters due by March 1.
2. Final rosters due April 1.
3. Rosters must include player's name, date of birth, level of play [i.e. Juniors A, Juniors A/B (playing at both levels), Juniors B]
4. Any player not listed on the roster may not participate in league play. Use of non-rostered players will result in forfeit of game.

### Game Duration

1. Juniors, Midgets, PeeWees: Four quarters of 8-minute stop time with two minutes between quarters and five minutes between halves
2. Bantams: Four quarters of 10-minute running time, with stoppage of play at the 5-minute mark of each quarter to allow substitution
3. In the case of tie, one five-minute, sudden-victory overtime will be played. If the tie is not broken, a second five-minute, sudden-victory overtime will be played. If game is still tied at that time, the game will end and be recorded as a tie, with each team being awarded one point in the standings.

### Officials

Two referees will officiate games at the Junior, Midget, and PeeWee levels.  
Referees are optional for Bantams.

### Play of Game

1. One-handed stick checks at all levels are illegal and considered a personal foul.

2. The rules allowing twenty-seconds to clear the ball over the midfield line and ten-seconds to enter the offensive box will be enforced at the Junior and Midget levels. At the PeeWee level, the rule allowing twenty seconds to clear the ball over the midfield line will be enforced; however, the ten seconds to enter the offensive box will be waived.
3. The twelve-goal mercy rule and running clock outlined in the NFHS Rules will be waived. Instead, when one team leads the other team by five or more goals during a game, including the start of a quarter but not during a penalty infraction against the trailing team, the team with the least amount of goals will be awarded possession of the ball at the midfield line in lieu of a face-off.
4. Should the entire team leave its bench area during an altercation, that team shall forfeit the game. Should both teams leave the bench area during an altercation, both teams shall forfeit the game, and no points shall be awarded to either team.
5. Coaches are expected to lead by example and act as role models to players. Therefore, should a coach be ejected during a game, that team shall immediately forfeit the game at that point.
6. Should a player be ejected from play under NFHS Rule 5-11-3, he or she shall be suspended from participation in the next league game, including tournament play. The offending team is responsible for immediately notifying the League President of any ejection from play.
7. The Rules and Discipline Committee is charged with maintaining the integrity of the league. Therefore, the Rules and Discipline Committee may impose additional sanctions if a rule violation or inappropriate action warrants.

### **Equipment**

All safety standards outlined in the NFHS rules will be enforced, except the rules requiring mandatory uniformity in helmet color and uniform rules.

1. The NFHS Rules regarding stick length, gloves, and shoulder pads are enforced at all levels, except the PeeWee levels where stick lengths shall be 40" minimum and 44" maximum, and the Bantam level where stick lengths shall be 36" minimum and 44" maximum.
2. Home team is responsible for ensuring that there is no conflict in jersey colors.

### **Field Preparation**

1. Home team shall have the field ready for play one-half hour prior to game time or is subject a three-minute non-releasable penalty at the start of the game. This rule is not to be interpreted to imply that a field is necessarily going to be "available" for play one-half hour prior to game time. When multiple games are scheduled, this may not be possible.
2. The field limit lines shall be strictly enforced on the team side of the field, especially surrounding the scoring table area and the team bench area.
3. No more than four (4) coaches are allowed in the coaches and team areas during the play of game.
4. Spectators are encouraged to remain on the side of the field opposite the players and scoring table during the play of game.
5. Home team shall provide table personnel and equipment, including clocks, timers, scorekeeper, substitution horn, and official scorebook.

### **Bantam Provisions**

Play at the Bantam level is intended to be inclusive and at an instructional level, therefore the following adjustments to the play of the game will be made:

1. No scorekeeping.
2. No referees required – the option to have a referee during play to offer a “game type” situation is at the discretion of the teams.
3. One coach from each team may be positioned on the field, with coaches positioning themselves on opposite halves of the field.
4. Players will wear full equipment, including mouthpiece. Stick lengths shall be a minimum of 36" and a maximum of 44".

5. Seven-on-seven (two attack, three midfielders, two defensemen).
6. Teams will always stay at equal strength; therefore there are no time-serving penalties.
7. Goals will be moved to the restraining lines.
8. No goalies unless both teams field a goalie. In lieu of goalies, teams may invert the goals to the upside down position or use Hector the Rejecter.
9. Faceoffs only at the beginning of each quarter. During a faceoff, only the two players facing off are allowed to compete for the ball until one team possesses the ball. Change of possession after each goal with the ball awarded at the midline.
10. Two passes (not necessarily completed passes) must be attempted in the offensive end of play prior to shooting on goal.
11. No body checking.